

Q-1 ) a : Describe the operation that 8086 will perform when it execute each of the instructions :

- 1- MOV BX, 03FFh ; LOAD BX WITH AN IMMEDIATE VALUE = 03FFH
- 2- MOv AL ,0DBh ; LOAD AL WITH 8 BIT NUMBER DBH (IMMEDIATE VALUE)
- 3- MOv DH ,CL ; COPY THE CONTENT OF CL REGITSER (8 BIT ) TO THE DH REGISTER (8BIT )
- 4- MOV BX ,AX ; COPY THE CONTENT OF AX REGITSER (16 BIT ) TO THE BX REGISTER (16BIT )

b: Write the 8086 assembly language statement which will perform the following operation

- 1 – load the number 7986H into the BP register : MOV BP , 7986H
- 2- copy BP register contents to the SP register : MOV SP , BP
- 3- copy the content of AX register to the DS register : MOV DS ,AX
- 4- load the number F3H into AL register : MOV AL , F3H

C: if the data segment register (DS) contains 4000H , what physical address will instruction

MOV AL ,[234BH] read ?

DS =4000H , OFFSET IS 234BH SO THE PHYSICAL ADDRESS IS 4234BH

D : If the code segment for an 8086 program start at address 70400H, what number will be in the CS register?

70400H = 5 digit == PHYSICAL ADDRESS ,, PROGRAM BEGIN WITH THIS ADDRESS SO IP =0000H

WHICH MEANS CS = 7040H

E:Write an ALP to find out decimal addition of sixteen four digit decimal numbers?

<pre> segment data_seg     ; msg db "+\$" ends data_seg segment code_seg start:     ; set segment registers:     mov ax, data_seg     mov ds, ax     mov bx,0h     mov cx,0h     mov bp ,0h     mov sp ,0     mov si ,0010h         ; 16 four decimal digit         ; max value of the sum         ; will have 5 digit in the         ; following rigster bp-ch-         ; cl-bh-bl , where bl LSD         ;,BP MSD y:   call read     mov dl ,00h     add bl ,al     CMP bl ,09h     jna cor1     add bl ,06h     and bl ,0fh     mov dl ,01 ; CF= 1 cor1: call read     add BH , dl </pre>	<pre>         mov DL , 00h         add BH , al         CMP BH , 09h         ; if the answer above 9 need ;         ;adjust by adding         jna cor2      ;6 to the answer         add BH , 06h         and Bh , 0fh ; to clear the upper 4                       ;bit         mov dl , 01h ; CF= 1 cor2:         call read         add cl , dl         mov DL , 00h         add cl , al         CMP cl , 09h         jna cor3         add CL , 06h         and CL , 0fh         mov DL , 01h ; CF= 1 cor3:         call read         add ch ,DL         mov DL , 00h         add ch ,al         CMP ch ,09h         jna cor4         add ch ,06h         and ch ,0fh         inc BP </pre>	<pre> cor4: call enter dec si jnz y cmp bp ,09 jbe z add bp,06h z:  mov ah ,4ch int 21h enter proc near     mov dl ,'+'     mov ah ,02h     int 21h     ret     enter endp read proc near     mov ah ,1     int 21h     sub al,30h     ret     read endp ends code_seg end start </pre>
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Q-2 ) a: How many address line does an 8086 have ?

20 ADDRESS LINE (A0 –A19)

b: how many memory addresses does this number of address lines allow 8086 to access directly ?

$2^N = 2^{20}$  ADDRESS 'N =NUMBER OF ADDRESS LINE'

C: at any given time , the 8086 works with four segment in this address space. How many byte are contained in each segment?

64KByte ON EACH SEGMENT

D:what is the main differences between the 8086 and 8088 ?

DATA BUS 8088 (8 DATA LINE ) 8086 (16 DATA LINE )

pin #28 8086 : M/IO' 8088 : IO/M'

pin #34 8086 BHE'/S7 8088 : SSO

E: Describe the function of the 8086 Queue? And does the queue speed up processing?

The BIU feeds the instruction stream to the execution unit through a instruction queue register.

EU simply reads the next instruction byte(s) form the queue register in BIU .

Queue register speed up the execution time by fetching next instruction while EU execute previous instruction.

F: Write an ALP to convert a given sixteen bit binary number to its access-3 equivalent?

```
.data  
x dw xxxxh  
.code  
.startup  
mov ax ,x  
mov dx,0  
add ax, 3  
adc dx ,0  
ret  
.exit
```

G: Use stack map to show the effect of each of the following instruction on the stack pointer and the content of the stack

MOV SP , 5000H

PUSH SP

CALL delay

POP AX

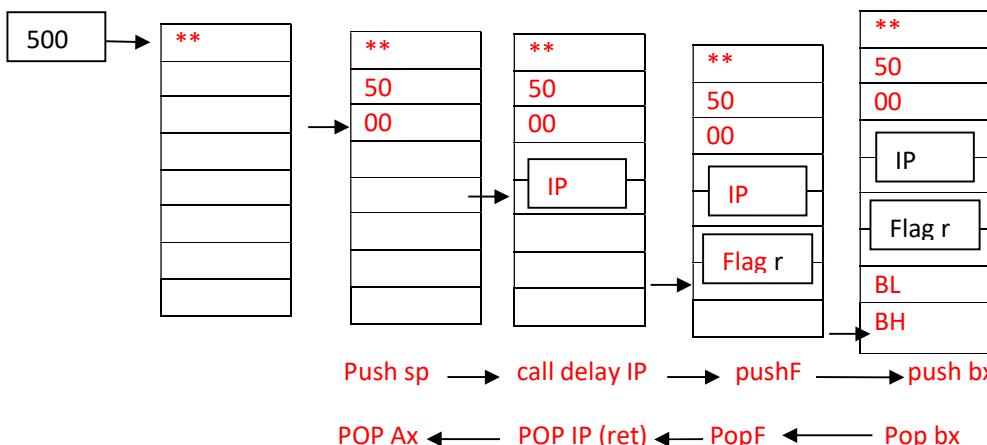
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```
Delay proc near  
PUSHF      ; push a 16bit flag register  
PUSH BX  
.  
.pop BX  
popf       ; POP a 16bit to flag register  
ret  
delay endP
```



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Q-3 ) a : given the following data structure

```
XXXX segment
    old    DB  'Libya is free'
    new    DB  13 DUP (0)
XXXX ends
```

write program which moves the string "Libya is free" from **old** to **new** which just above the initial location?

```
XXXX segment
    old    DB  'Libya is free'
    new    DB  13 DUP (0)
XXXX ends
code_seg segment
assume Cs:code_seg , DS:XXXX
start:
    mov bx ,offset old
    mov si ,000dh
    z: mov al , [Bx]
        mov [bx+000dh], al
        inc bx
        dec si
        jnz z
    ret
code_seg ends
end start
```

b: Describe the function of each assembler directive and instruction statement in the program below

```
; pressure read program
DATA_HERE SEGMENT
    PRESSURE DB 0           ; STORAGE FOR PRESSURE
    PRESSURE_PORT EQU 04H
    CORRECTION_FACTOR EQU 07H
DATA_HERE ENDS
CODE_HERE SEGMENT
ASSUME CS:CODE_HERE ,DS:DATA_HERE
    MOV AX , DATA_HERE
    MOV DS ,AX
    IN AL , PRESSURE_PORT
    ADD AL CORRECTION _FACTOR
=====
```

```
MOV PRESSURE ,AL
CODE_HERE ENDS
END
```

Q-4 ) A : write a procedure which produces a delay of 3.33ms when run on 8086 with 5MHz clock ?

3.33msec == 16650 cycle , by using NOP and LOOP inst we need 16650/20 rotation

```
mov cx , 832d
x: nop
loop x
```

B : write a mainline program which uses this procedure to output a square wave on bit D0 of port FFFAH?

```
.code
```

```
.startup
    mov dx ,fffAh
xx: mov al ,01h
    out dx, al
    call delay
    mov al ,00h
    out dx ,al
    call delay
    jmp xx
```

```
Delay proc near
    mov cx , 832d
x:  nop
    loop x
    ret
delay endp
```

```
=====GOOD LUCK =====
```